

Bally MIDWAY

SPY HUNTER



A TURBO-CHARGED ESPIONAGE THRILLER!

THE MISCION IS RISKY

THE WEAPONS DEADLY

THE ENEMIES DIABOLICAL



SPY HUNTER CONFIDENTIAL

See, I'd taken on other games I'd played from off. But until I became the **SPY HUNTER**, I never knew how electrifying life in the fast lane would be.

Intentional espionage was on my mind from the minute I slid behind the **SUPER-STYLED STEERING WHEEL/WEAPONS CONTROLLER** of my turbo sports car. Maybe it was the mood

of the music being pumped in by the **FULLY INTEGRATED "ARTIFICIAL ARTIST"™ SOUND SYSTEM**. Then again, it could have been the surge of power from my **2-SPEED SHIFTER**. All I knew was that I felt compelled to start driving. Fast... hard... furious.

I drove with confidence. The kind that comes with knowing you have an **UNLIMITED ARSENAL**



OF SECRET WEAPONS AT YOUR FINGERTIPS. Weapons that could ultimately destroy a barrage of enemy spies. Starting in low gear, I coasted the roads in search of dark blue enemy vehicles. I steered clear of danger with the help of my **STREAMLINED MACHINE GUN TRIGGER**...driving far enough to earn extra weapons. Eventually I would have what it takes to overpower the

enemy. **SMOKE SCREENS**...**OIL SUCKS**...**MISSILES**...and the guts to use them.

Call me crazy, but somewhere down the road I wanted even more thrills. It was only a matter of time before I slipped into **HIGH GEAR** and nearly nose-dived past the fork in the road towards the beckoning beach house. That's where I traded my turbo for a **HIGH-SPEED HYDROPLANE**

My boat raced down the river recklessly flitting with impending Mad Bombers and Torpedo Cruisers. Eventually I powered my way back to land only to emerge with a new turbo car, more weapons, and further fuel-injected thrills ahead.

SPY HUNTER. More than just an action-packed, super-charged video game experience. For some of us, it's a way of life.

TOP SECRET

SPY HUNTER HAS ALL THE REQUIRED EQUIPMENT FOR A RIVETING ESPIONAGE ADVENTURE!

COMPULSING CONTROLS!

Available weapons are indicated on SPY HUNTER's impressive front panel. A flashing light indicates the approach of each new weapons view. Players must ward off 4 deadly enemies

- Bullet-blasting ROAD LORD — 150 points
- Tree-stashing SWITCH BLADE — 150 points
- Wave-jumping BARREL OLUMPER — 150 points
- Double-barreled ENFORCER — 500 points
- Smirter OR TORPEDO — 500 points
- Master Sky Chopper MAD BOMBER — 700 points

As they accumulate mileage, players earn an increased arsenal of weapons activated on the control panel

- Machine Gun — R2 Trigger
- Snake Screen — R1 Thumb Trigger
- Missiles — L2 Trigger
- Oil Stick — L1 Trigger

INTRIGUING OPERATION!

SPY HUNTER comes complete with newly designed compact cockpit styling that optimizes player and spectator interaction. Fully integrated game play, music, packaging and graphics all add to the excitement of the theme. Also available in upright model featuring same game play.

Combination Bero/Clock game. The advantages of timer play with the base feature players expect.

ENTHRALLING SOUND SYSTEM!

SPY HUNTER reaches a new plateau in fully dimensioned sound and music with the advent of Bally/Midway's "ARTIFICIAL ARTIST"™ sound system. Fully integrated with the state-of-the-art MCR II computer system, "Artificial Artist"™ combines both sound and intelligence to play its own solos along with programmed music. In SPY HUNTER, music is creatively keyed to follow the pace of the game, offering added excitement and intrigue to the spy theme.

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